

Das
A1
Abstract

A method for playing a recording medium ~~11~~, in particular an optical storage disc, used to access titles more quickly. Stored in a run-in area ~~14~~ of the recording medium ~~11~~ is at least one address area that includes at least one address of a beginning of a title stored on the recording medium ~~11~~. The recording medium ~~11~~ is played in a player ~~15~~ having a read device ~~9~~. When the at least one address area is read out, the at least one address of a title beginning is converted to a start time of exactly one time unit and stored in a memory ~~18~~, with the start time corresponding approximately to the playing time of the recording medium ~~11~~ up to the addressed title beginning. To position the read device ~~9~~ at the beginning of the title, the track jump time is calculated directly from the corresponding start time stored in the memory ~~18~~.